

COROM

A Graphic Adventure

HOW TO START THE GAME

Type **LOAD''*'',8,1** and press RETURN.

Sit back while the program loads and demonstration screens appear. When you are ready to begin, **press S.**

A joystick is required. Plug into port #2.

INTRODUCTION

Welcome, oh great knight, COROM! I, the good wizard Olberand, have called thee to the land of Peloria to save the princess Diana from the clutches of the sorcerer Targoth. He has overcome the land with his evil powers and has taken the princess captive in the castle Morengard, which lies beyond the dark lands. The fair princess has wonderful powers which can free the land from Targoth -- but first she must be freed.

You will encounter many evils along the way, some of which I have no knowledge. But let me tell you what I do know.

There are many monsters in Targoth's employ, and all have two different strengths. One strength is that with which they hit, the second strength is that with which they resist. Hit strengths vary both within species and amongst the various species. When their strength reaches zero, they die as will you if your strength reaches zero.

MOORUGS: Green creatures with tentacles and one big eye. Can be nasty but generally not very strong. Sometimes cowardly.

GROGGS: Blue-bodied creatures wielding axe and shield. Voracious appetite.

SKELETONS: Relatively easy to kill, but blows can be nasty.

LAVA MONSTERS: The worst of the monsters. Breath alone can knock out weakened players.

SPIDERS: Fast runners who crawl all over you. Although easy to kill, bite is sometimes deadly.

SLIME MONSTERS: Great gobs of goop who can ooze their deadly strength over you. Beware!

GHOSTS: Like to frighten their victims, power can be quite strong.

BATS: Impaired sight means that you have time to escape. Moderate strength to their bite.

WITCHES: Evil and nasty, they prey on unsuspecting knights with heavy blows.

FIREBALLS, BOULDERS, LIGHTNING, ETC: All can cause great damage when they hit.

TARGOTH: Physically a wimp with weak hitting ability but surrounded by magic of great power.

When you start your quest, you have only leather armor, a short sword, no shield, no magic spells, 20,000 strength units, and wealth of 1000 gold units (g.u.s). Additional armor and spells can be bought during the adventure or acquired by walking up to them.

-----**KEYBOARD REFERENCE**-----

F1	Enter barter mode	F3	See spells and armor
F4	Save game	F6	Load saved game
F7	Jump	F8	Pause

#1	Salves	#2	Blast spells	#3	Hammer spells
#4	Heal	#5	Ice spells	#6	Time stop spells
#7	Detect	#8	Cross spells	#9	Light spells

O	Open doors
F	Force open doors or move objects
G	Get such things as nectar
R	Ring the abbey doorbell
W	Holy water
V	Venom
N	Nectar
C	Crown the king
S	Say magic words or put septre in nook
U	Unlock doors or prisons using keys
L	Look into objects or leave special scenes
H	Herbs or honey

SPACEBAR Choose to use Sword or Shield; use fire button

The keyboard is used to cast spells, switch between using the sword or shield, for bartering, seeing what spells and armor you have, saving a game, loading a saved game, jumping and pausing a game in progress.

SPELLS: The numeric keys are used both to cast spells and to buy them.

SPACEBAR: To choose whether to use a sword or shield, press the spacebar and look above the word strength to see the prompt. You are currently using whichever one is displayed in the prompt. To change from one to the other, press the spacebar. If the prompt doesn't change from one to the other, then the one which you are trying to use is not available.

After choosing what you would like to use, you press the fire button and walk in the direction you choose. You can keep pressing the fire button during running or fighting to continue using the sword or shield.

FUNCTION KEYS: Function keys can be used for movement, for entering barter mode, loading or saving a game. F1, F4, and F6 must be pressed within the first three seconds of a new scene. If you are too late, you must go to another scene and try again.

ITEMS YOU BUY

Items that may be bought are:

Salves	5 G.U.'s each 200 strength points
Blast spells	5 G.U.'s each Cut strength groggs, skeletong, ghosts, bats by 3/4; cut strength moorugs, lava monsters, slime monsters, bees by 1/2.
Hammer spells	10 G.U.'s each Cut strength all monsters by 1/2.
Link armor	1000 G.U.'s each Cuts hit strength all monsters by 1/2.
Plate armor	1500 G.U.'s each Cuts hit strength all monsters by 3/4.
Magic armor	2000 G.U.'s each Cuts hit strength all monsters by 7/8.
Long sword	500 G.U.'s each Reduces player strength by 8 units/hit.
Broad sword	900 G.U.'s each Reduces player strength by 12 units/hit.

Remember that to buy something, you must press the F1 key within 3 seconds of the start of a new scene. You may buy from 1 to 9 spells at any one time by pressing the number of the item you want to buy. Press the zero (0) key to tell me that you don't want to buy any more spells and I will return you to the main menu.

From the main menu you can choose to buy a sword or armor. Let's say you choose to buy link armor. I might offer it to you at 1000 G.U.'s. You may counter offer with 800 G.U.'s for example. I don't like to barter, but I may lower the price a bit. The price may still be too high for you, so just bid a little more money and we will soon reach an agreement. If you bid a price that is the same or less than your last bid, I won't lower my price. You bid by typing in the price you want and then pressing RETURN. If you make a mistake, use the INST/DEL key. Hitting the * key will stop any buying and return you to the main menu.

ITEMS THAT YOU FIND

Certain spells are located in piles of gold. First the gold must be found and then taken by walking to them. Treasures can be found almost anywhere for they are protected by the magic of the good elves and dwarfs who once lived in the land.

Beware! Since Targoth could not move the treasures, he had some of them booby-trapped.

Heal spell	20,000 strength units
Ice spell	Freeze Lava and Slime monsters, fireballs and lightning bolts for length of stay
Timestop spell	Stops all time for 3 seconds
Detect spell	Will show any trap set by Targoth; can be lost to monster; lasts length of stay
Cross spell	Good against all but black ghosts
Light spell	Lights dark scenes for length of stay
Magic sword	Takes 16 strength units from monster with every hit
Magic shield	Cuts hit strength all monsters additional 1/2 over armor protection

HINTS: Use the magic spells -- you will not survive without them. When you fight a monster, it is better to be facing him and be fairly close so as to hit him with your sword. Once you have killed monsters, don't lollygag around. In most scenes, if you kill all the monsters, they will revive and attack with a vengeance. If you are having problems, retrace your steps. Remember to keep a map so as not to get lost. You will have to find the two halves of the sceptre of Fionar in order to get past Targoth into the upper lairs of the castle Morengard.

ANY QUESTIONS?

Please write us: **TRI-MICRO, INC.**
2116 S. Wright
Santa Ana, CA 92705